

**ABSTRACT OF THE DISCLOSURE**

Loudspeakers 12 are arranged at left and right sides at an upper part of a game machine casing 10 provided with a monitor 11, and a loudspeaker 21 is arranged in the center of the front surface of the casing 10. A hitting sound made in a distant position is outputted as a sound effect from the loudspeakers 12, whereas a sound of a bullet hurtling through the air when the bullet passes in a near position is outputted as a sound effect from the loudspeaker 21. Accordingly, an acoustic presence in response to an attacking result from a game machine side can be given.

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